

Architect XL v2.0

User manual

rev. 2.0.200212

Introduction

How it works








The app's main scope

Architect XL helps you draw a floorplan directly on the field. You can also precisely place other objects inside the floorplan like furnitures, columns etc. Lines, quotes and text boxes can be drawn to add more informations to the project.

You can then export your job in DXF format and send it via e-mail to share the project with professionals and edit it with desktop applications.

Main phases

When you create a project with Architect XL there are three main phases:

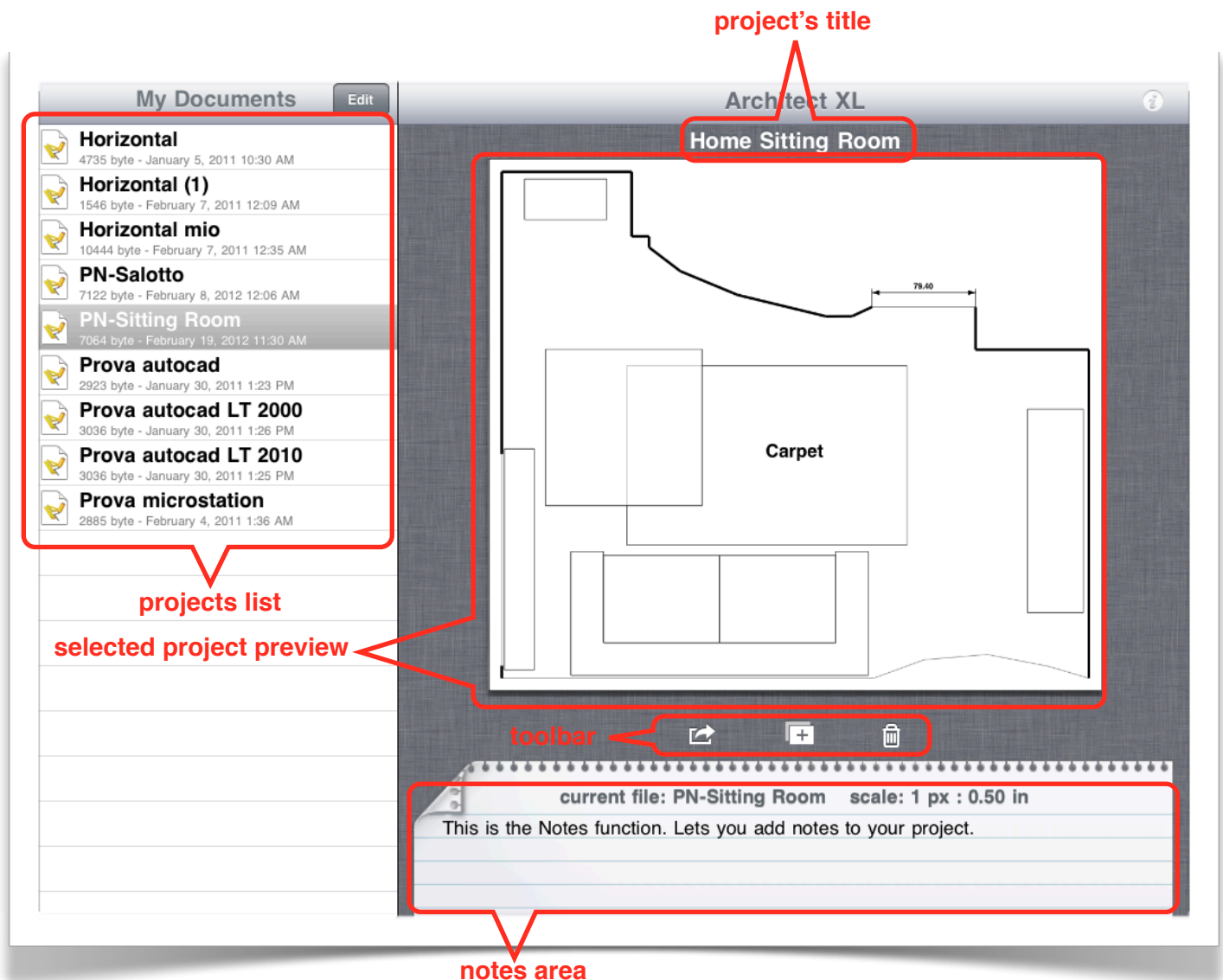
	quick sketch of the floorplan or of the object you prefer  , of the quote  , of a line  or of a textbox  .
	in Edit Point mode you can precisely place the vertex of the shape you have sketched according to the measured values.
	in Edit Shape mode you can finally place the drawn object in the correct position relatively to the other objects of the project.

Salvataggio Automatico

With Architect XL you can draw polygonal shapes by placing the its vertexes on the drawing area. The app saves automatically your job so you'll never loose anything in case of accidental shut down of the app. When you'll relaunch Architect XL the previous situation will be automatically loaded.

Working Area

Main view in landscape mode



Project Title

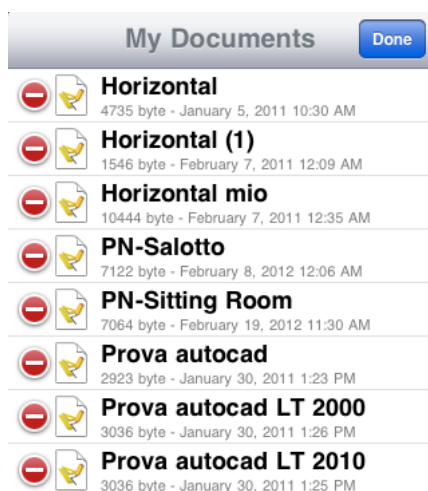
Project's title can be modified by simply tapping on it. An edit box will be opened and the new title will be confirmed by tapping **Done** on the keyboard. (any other tap will undo the change)

Projects list

Here you can select and open the documents created with Architect XL.



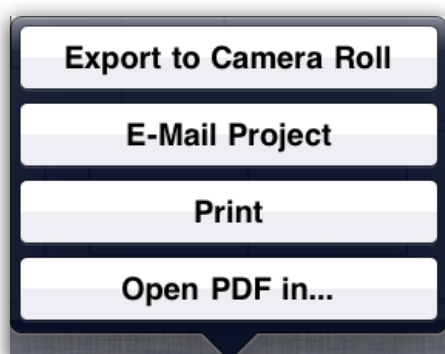
Edit: activates edit mode to delete projects



Toolbr



Ation: through this menu you can:



- **export** current project to the Camera Roll in JPEG format.
- **e-mai** current project in DXF, PDF o native format.
- **print** current project via AirPrint
- **open** current project in PDF format in another app.



New: duplicate current project or create a new one

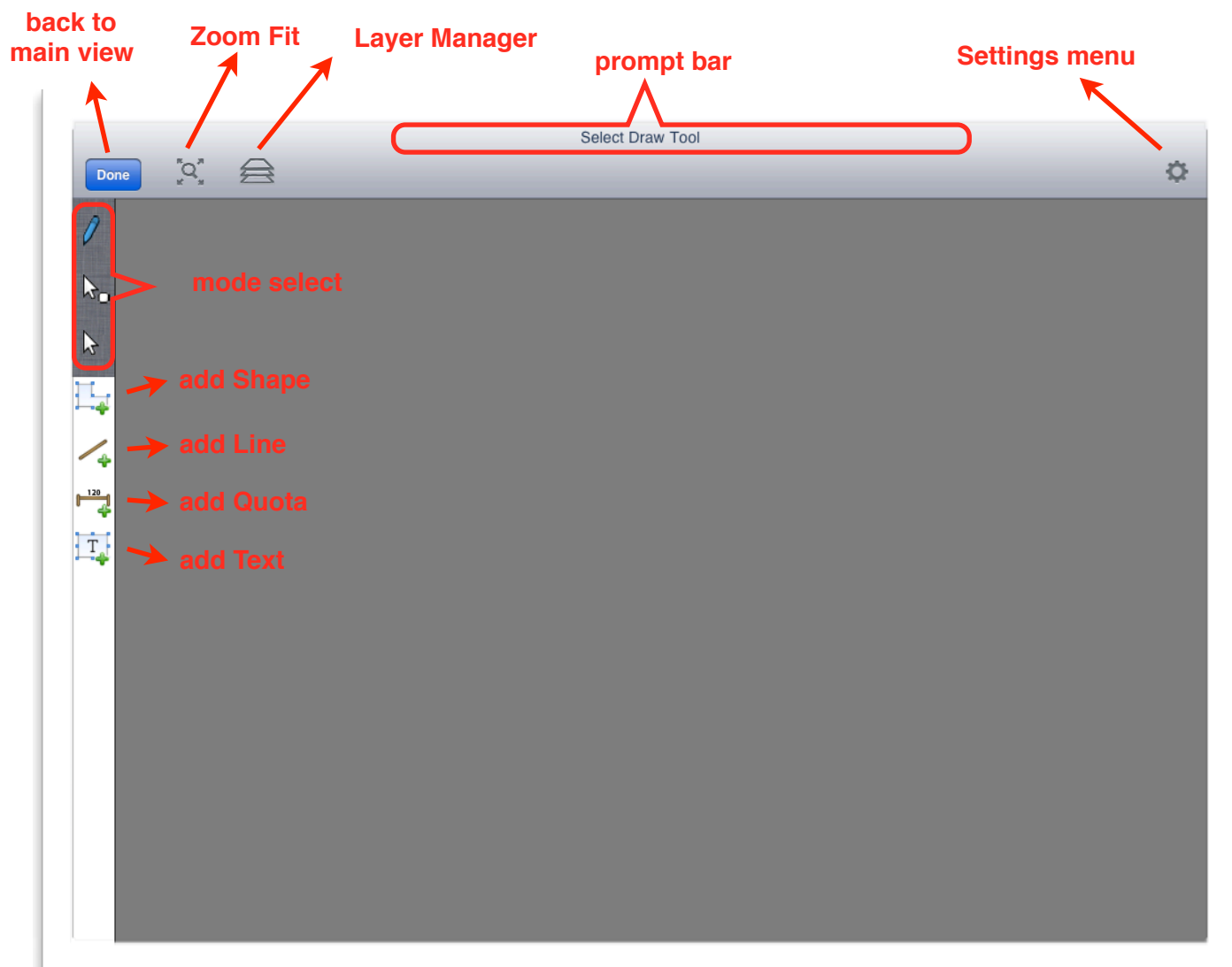


Delete: delete current project



Info: view release notes and app's User Manual.

Main view in Draw Mode



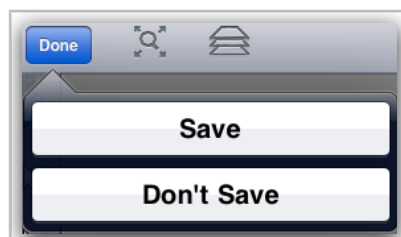
In this mode you can draw Shapes, Lines, Quotas and Text. You can pinch to zoom and move drawing canvas just by dragging it around tapping on a free area.

Mode Select

Lets you switch from **Draw Mode** to **Edit Point** or to **Edit Shape**.

Prompt bar

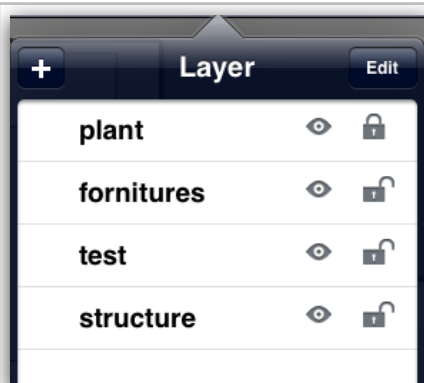
According to the selected mode gives you a quick help about the selected action or gives informations on the current object. Abbreviations legenda:
DP previous point, DS next point, D# internal reference point



Done: goes back to the main projects preview view, before exit lets you save changes or roll back to previously saved version.



Zom Fit: fits the canvas size to the currently drawn shapes and adapts zoom factor to fit the whole project to the viewable area.



Layer Manager: shows up the layer manager's menu:

+ adds a new layer

Edit lets you change layer's name or delete a layer (WARNING: by deleting a layer all its contents will be deleted as well!)

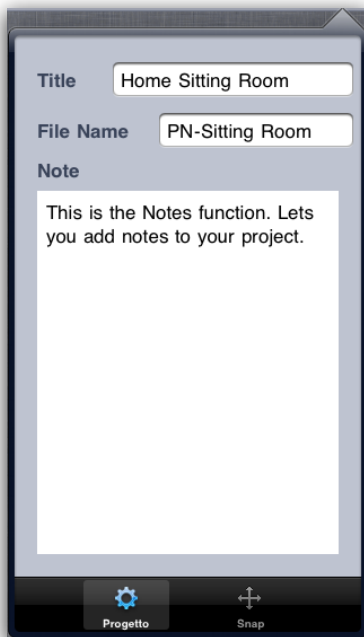


Hide/show a layer or lock/unlock it

With a single tap on a visible and unlocked layer you set it as the current layer.



Settings Menu: through the settings menu you can edit several project's parameters:

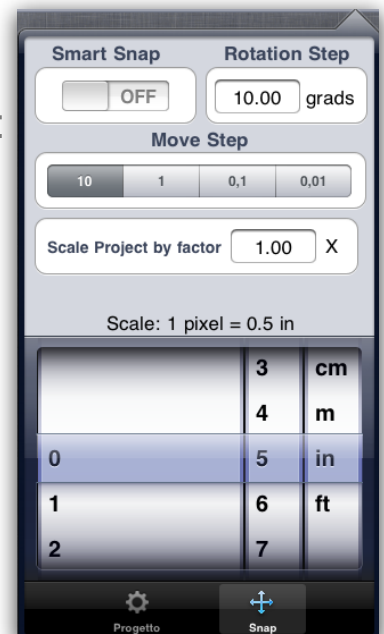


In the **Progetto** tab bar:

- **title** of the project
- **name** of the project's file, by changing the file name of an existing project previous version will not be deleted and a new file with the new name will be created
- **note:** notes on the projects also visible in preview mode and prints

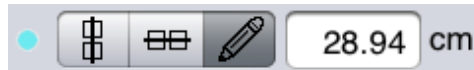
In the **Units** tab bar:

- **smart snap** enables current point snap to other vertexes while manually dragging it in **Edit Point** mode or snaps shape's reference point to external reference points (A, B, C) while dragging shapes in **Edit Shape** mode.
- **rotation step** for rotate functions
- **move step** for move functions
- **scale project by factor** lets you scale the whole project of the factor written here (ex: if you write 2.00 project's size will be doubled when you exit settings menu)
- **scale** sets the scale factor an units of the project (doesn't change drawing size, just changes units and measures).

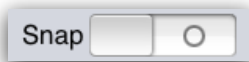




Add Shape: lets you draw a polygonal shape by adding vertexes. The shape will be automatically closed with a segment connecting the last drawn point ● with the first one ●. Once placed the first point the drawing toolbar opens automatically and lets you change current point ●:



- vertically or horizontally align to the previous point ● at a certain editable distance



- enable/disable h/v snap



- align h/v to the next point ●



- add a new shape.



Add Line: draw a Line by defining its beginning and ending point with a tap. A fixed magnetic snap to existing vertexes is always enabled.



reset first point of a new Line in case of error in placing it



Add Quota: draw a Quota by defining its beginning and ending point with a tap. A fixed magnetic snap to existing vertexes is always enabled.



reset first point of a new Quota in case of error in placing it

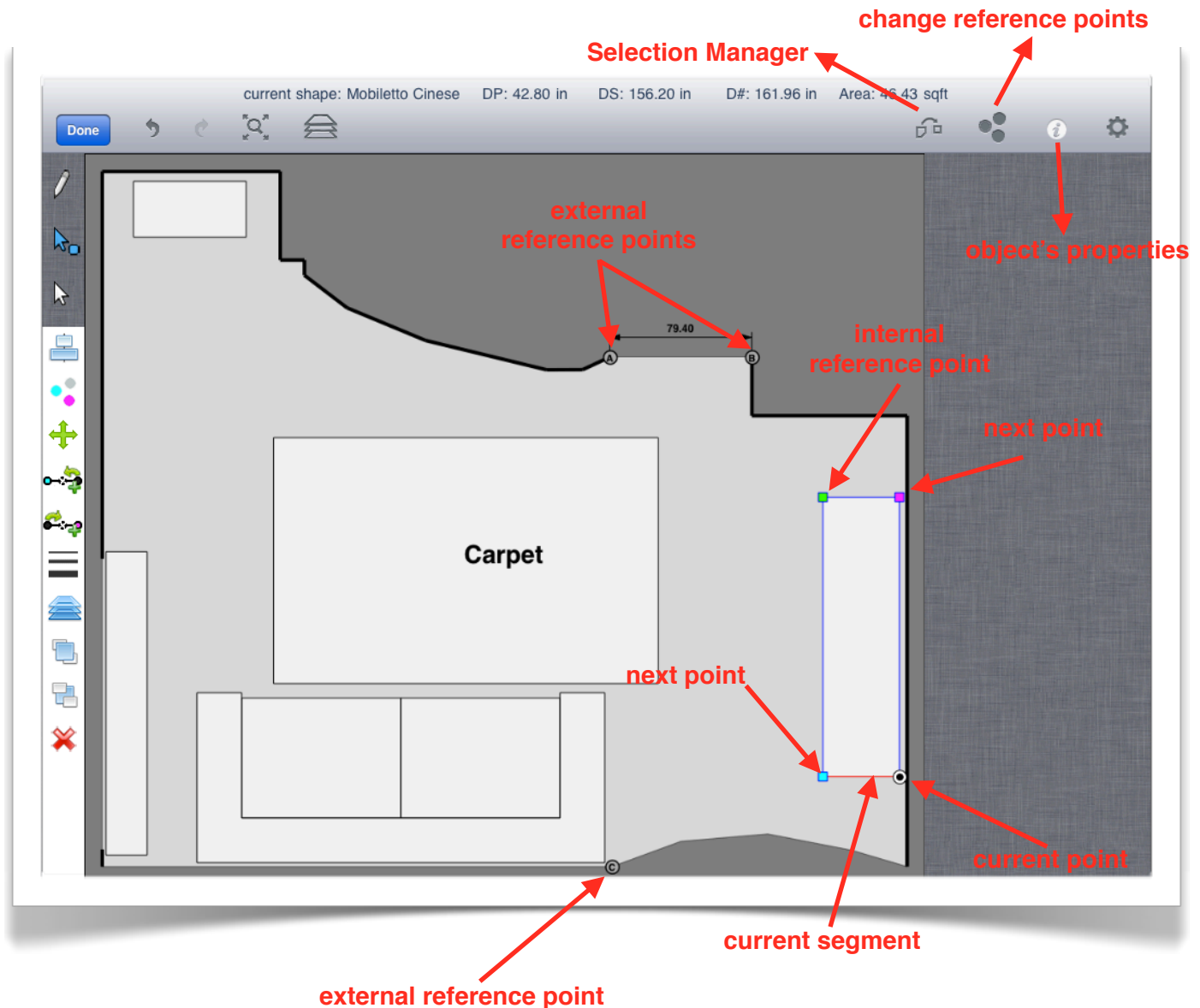


Add Text: draw a Text by defining its beginning and ending point with a tap. A fixed magnetic snap to existing vertexes is always enabled.



reset first point of a new Text in case of error in placing it

Main view in **Edit Point** mode



In this mode is possible to precisely modify the position of the vertexes that define a Shape, Line, Quota or Text using different tools: align, triangulation, move, add point after, add point before current selected one.

Also available: change current segment width, change layer, move to top, move to back and delete current point.

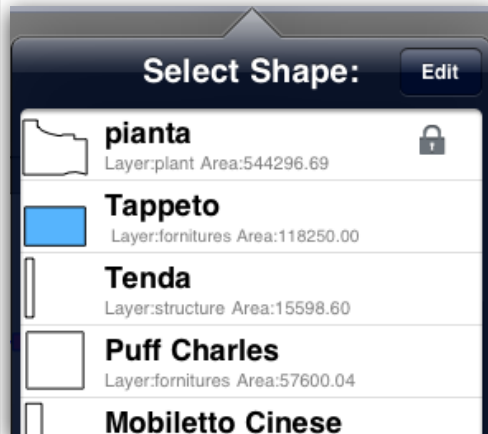
Current point is identified by a black spot ●. To change current point just tap on any other vertex of the currently selected Shape.

Pinch to zoom and drag background to move canvas. Just drag current point ● to move it dinamically.

To select another Shape just tap on it or use the Selection Manager.

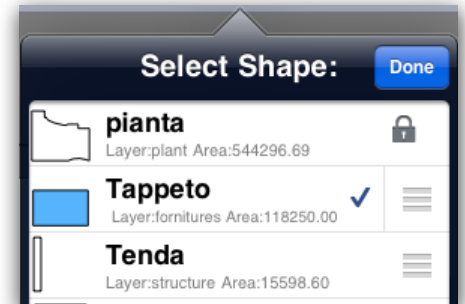


Selection Manager: lets you select an object in the project to make it current through a list that also shows up the layer on which the object was drawn and its characteristics



Edit:

lets you change the objects order to manage possible overlappings.



Change Reference Points: lets you define both internal and external reference points. The internal reference point is any of the vertexes of the current shape while externals (A, B, C) are other shape's vertexes. Those points can be used to help you positioning the current point or the whole shape in align and triangulation functions.



Object's Properties: lets you change different object's properties according to the kind of object is currently selected



Example: in this picture is represented a quota's property page. It's always possible to convert a quota into a line or textbox thanks to the upper selection bar.

Quota: in this section you can personalize the line type, the endpoints style and the offset.

Label: in this section you can change the label size and the label offset from the reference line (only for quotas).

Special features of the Edit Point mode:



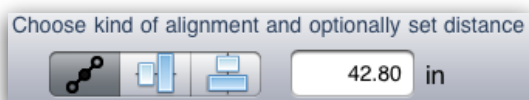
Align: lets you align the current point ● along the connecting line, horizontally or vertically to any other vertex of the project.

1st step: select the vertex you want to align to just by tapping on it or by selecting one of the special points through the upper bar, options are:



the previous point ■, the next one ■, the internal reference point ■ or any of the three external reference points (A, B, C) if you have defined them with the change reference points command.

2nd step: once selected the alignment reference point ● you have to choose the align type and the desired distance between the current point ● and the reference point ●. Accept with ✓, cancel with ✗ or reset entered value but keep current points selection with x.



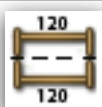
Triangulation: lets you place the current point ● at a precise distance from other two vertexes of the project.

1st step: select the first reference point ●, you can simply tap on the vertex you want or choose one of the special points from the upper bar: the previous point ■, the next one ■, the internal reference point ■ or any of the three external reference points (A, B, C) if you have defined them with the change reference points command.


2nd step: in the same way select the second reference point ●.


3rd step: type the distance measured between the current point ● and the first reference point ● and then the one between the current point ● and the second reference point ●.

Accept with ✓, cancel with ✗ or reset entered values but keep current points selection with x.




Flip Quota: mirrors the quota object.






Move point: shows up the controls to move current point ● in two ways:


- set the move step to comply the required precision and press the arrows in the desired move direction.
- direct input the X, Y coordinates you want the point to be moved to (WARNING: the origin of the coordinate system is the top-left corner and Y axis grows from top to bottom).




Add point before: adds a point between the current point ● and the previous one ■.




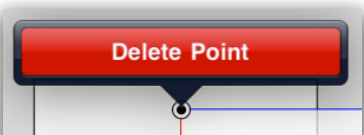
Add point after: adds a point between the current point ● and the next one ■.






Change segment width: shows up the selection bar to change the width of the currently selected segment. Confirm with ✓ or cancel with ✗.

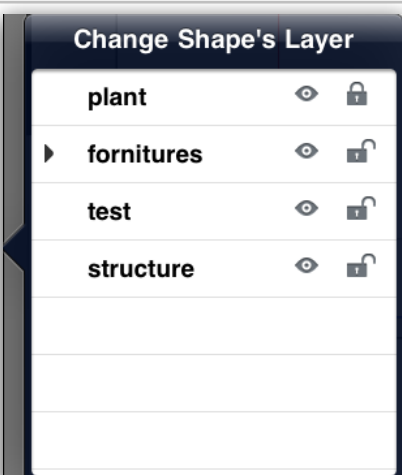




Delete point: lets you delete the current point ●, shows up a confirmation popover.

Common functions:





Change object's Layer: lets you change current object's layer by choosing one from a popover

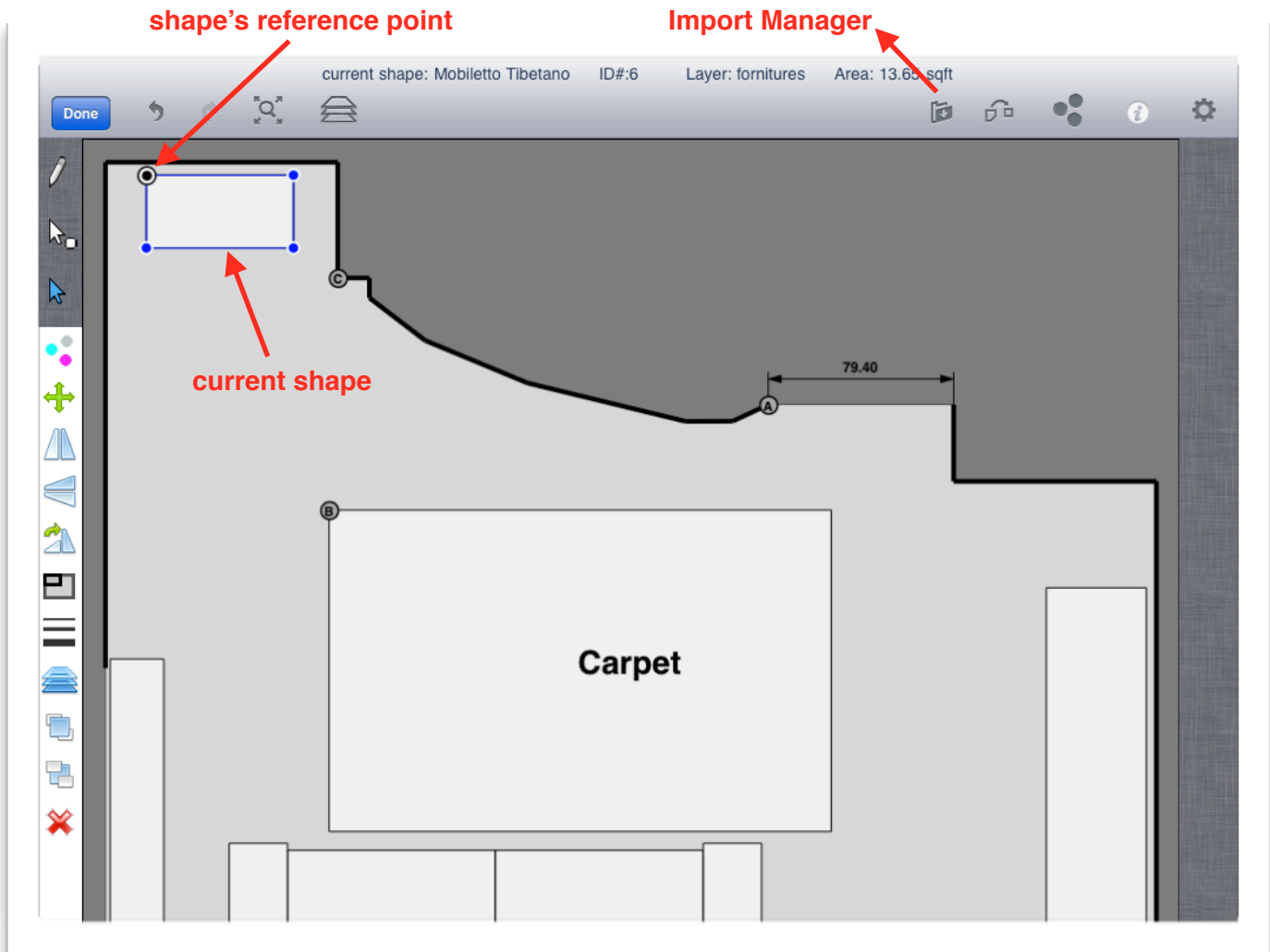


Move to front: lets you move to the foreground the currently selected object.



Move to back: lets you move to the background the currently selected object.

Main view in **Edit Shape** mode



In this mode is possible to precisely modify the position of the objects that compose the project using different tools: triangulation, move, mirror rotate or scale.

Also available: change perimeter's width, change layer, move to front, move to back and delete current object.

Current point is identified by a blue bounding box and the object's reference point is identified by a black spot ●. To change the reference point you can just tap on the current one and drag the black spot on another vertex of the current shape or use the change reference points command.

To select another Shape just tap on it or use the Selection Manager.

Pinch to zoom and drag background to move canvas. Just drag current shape to move it dynamically.

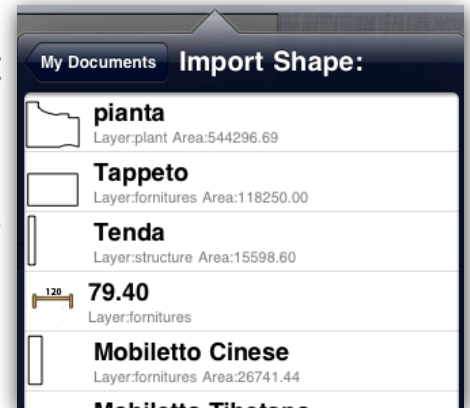


Import Manager: lets you import a shape from another project in your archive.



First choose the source project from the list, than the list of the selected project's objects appears

tap on the object you want to import; dimensions will be automatically fitted according to source and destination's units and scale factor.



Special features of the Edit Shape mode:



Triangulation: lets you place the current shape so that its currently selected reference point ● ays at a precise distance from other two vertexes of the project.

1st step: select the first reference point ● , you can simply tap on the vertex you want or choose one of the three external reference points (A, B, C) if you have defined them with the change reference points command.

2nd step: in the same way select the second reference point ●.

3rd step: type the distance measured between the current



shape's reference point ● and the first reference point ● and then the one between the current shape's reference point ● and the second reference point ●.

Accept with ✓ , cancel with ✗ or reset entered values but keep current points selection with x.

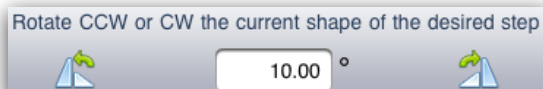


Move object: shows up the controls to move current object in two ways:

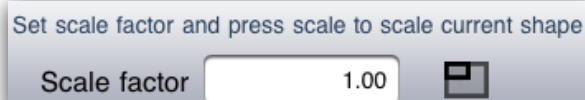
- set the move step to comply the required precision and press the arrows in the desired move direction.
- direct input the X, Y coordinates you want to the shape's reference point ● to be moved to (WARNING: the origin of the coordinate system is the top-left corner and Y axis grows from top to bottom).



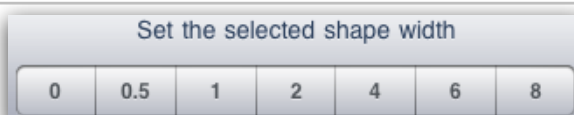
Flip horizontally or vertically: mirrors the current shape horizontally or vertically.



Rotate: shows up the controls to rotate the current object both clockwise or counter clockwise of the desired step you can customize in the central textbox; reference point for rotation can be changed just by tapping on the desired one. Confirm with ✓ or cancel with ✗.



Scale: tapping on the scale icon the current shape will be resized of the scale scale factor typed in the textbox. Confirm with ✓ or cancel with ✗.

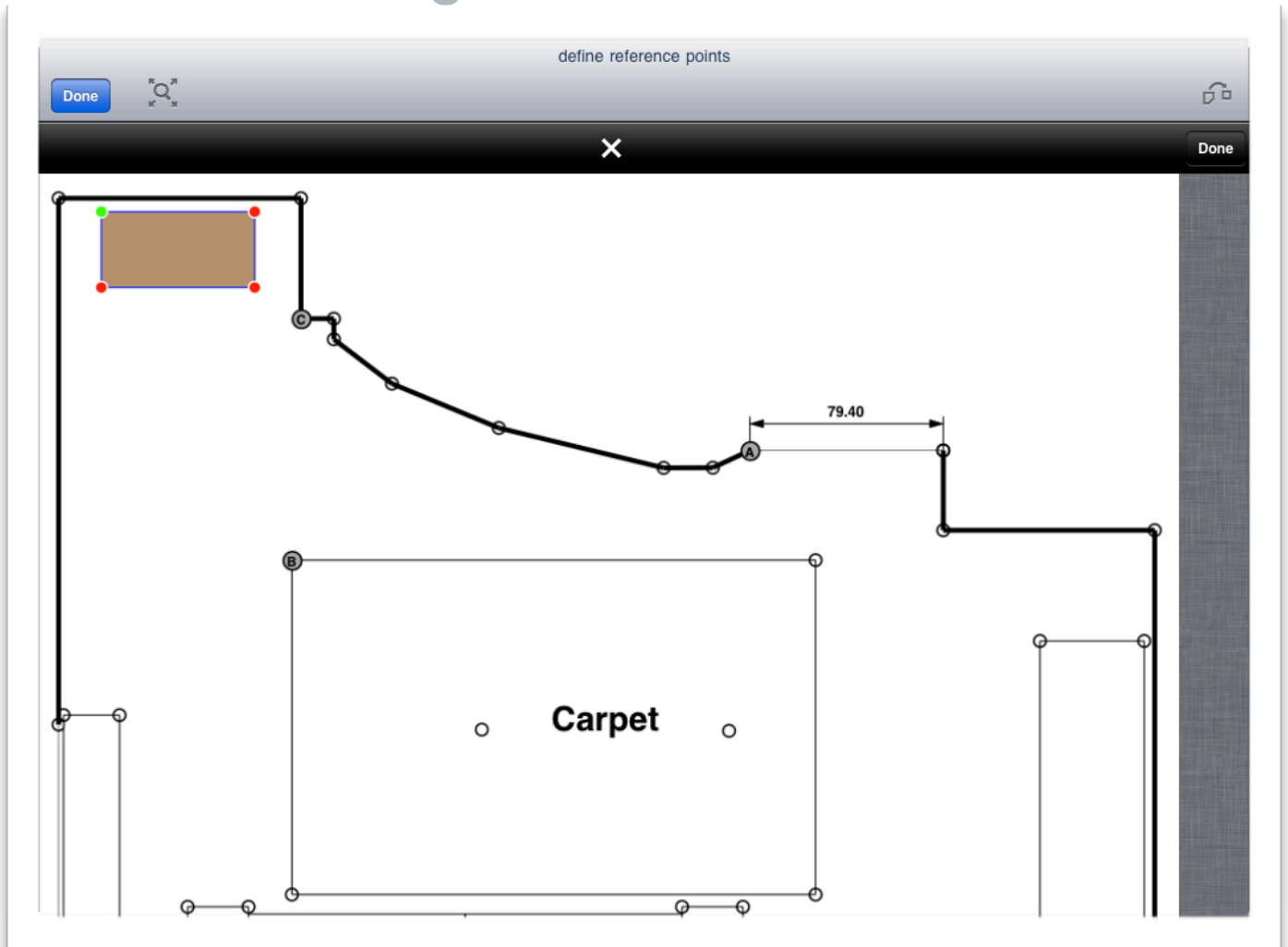


Change width: shows up the controls to change current shape's perimeter's width. Confirm with ✓ or cancel with ✗..



Delete object: lets you delete the current object, shows up a confirmation popover.

Main view in **Change Reference Point** mode



Drawing area:

By tapping any other vertexes of the current shape you change the internal reference point ● (or current shape reference point ● according if you entered this mode from Edit Point or Edit Shape mode) if you tap a vertex of another shape you can set the three external reference points (A, B, C).

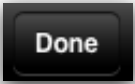
You can select a different shape with the Selection Manager.

Pich to zoom if needed, zoom fit function is also available on the main toolbar.

Toolbar



Reset: resets internal reference point to default point (the first of the object) and cancels external reference points.



Done: exits Change Reference Point mode and goes back to **Edit Point** or **Edit Shape** mode.

Enjoy with Architect XL

